

## **Questionnaire for Competitive Minesweeper**

1. Was creating an account easy?  
Yes, I simply typed in a username and password
2. Was the interface easy to navigate?  
Mostly. Connecting to another player was a bit unclear, buttons would have been nicer
3. Were the directions for playing clear?  
There were no directions, but I already knew how to play Minesweeper
4. Were you able to connect to another player?  
Yes
5. Were you able to play both solo and competitive matches?  
Yes
6. Was the board updated in real/reasonable time?  
Yes
7. Could you easily hop into a new game after completing one?  
For single player I could. When playing competitive games you had to awkwardly disconnect and reconnect to play again
8. Did the program slow your computer at all?  
No
9. Were there any changes to the interface that you wish could be implemented? Explain.  
The multiplayer interface was a bit strange. I would have rather been able to select my opponent from the list on the right and then play them. It is kind of annoying to type weird long usernames into the box.
10. Were there any changes to gameplay that you wish could be implemented? Explain.  
Yes, in Windows minesweeper a right click on an uncovered space that has the correct number of bombs flagged around it will automatically uncover the remaining adjacent spaces. It makes playing the game much faster and eliminates a lot of accidental misclicks